The Gambler

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Awesome Homebrew

Manipulate fate and play hands in this martial class made for the world's greatest role playing game!

The Gambler

THE TAVERN WAS ALIVE WITH RAUCOUS LAUGHTER, coins clinking, and the scent of spilled ale. A young adventurer sat nervously at a corner table as the stranger opposite shuffled a deck of cards with impossible speed. The gambler's eyes gleamed like polished silver.

"You think you've got what it takes to play the hand of fate?" the gambler asked, their voice smooth as silk. With a flick of the wrist, a card zipped through the air, embedding itself in the wall inches from the adventurer's ear. "One card can change your life. Or end it. Care to make a wager?"

As the adventurer nodded, the gambler smiled. "Good choice. Let's see if you've got the luck... or the guts."

The Deal of Destiny

Legends tell of a gambler who wagered their soul at a cosmic card table, facing off against gods, demons, and fate itself. With a smile and a steady hand, they played the ultimate hand: a royal flush. Instead of claiming their soul, the cosmic forces granted them a boon – the power to shape destiny with a simple deck of cards. These gamblers became warriors of fortune, wielding luck as a weapon and bending chance to their will.

Gamblers are rare, drawn to the thrill of the unknown. Some are heirs to the original gambler's legacy, while others stumble across enchanted decks or are chosen by divine entities of chaos and order. Wherever they come from, their power is as unpredictable as the shuffle of their deck.

Class Features

Hit Points

Hit Dice: 1d8 per Gambler level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Gambler level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Card deck (required to use abilities)
Saving Throws: Dexterity, Charisma
Skills: Choose two from Acrobatics, Deception, Insight, Intimidation, Perception, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a light crossbow and 20 bolts or *(b)* a longsword
- *(a)* any martial weapon or *(b)* a shield
- *(a)* a gambler's pack or *(b)* an entertainer's pack
- A deck of cards and leather armor

Multiclassing and the Gambler

Prerequisites: Dexterity 13 and Charisma 13
Equipment Gained: Card deck

Quick Build

You can make a Gambler quickly by following these suggestions:

1. Dexterity should be your highest ability score, followed by Charisma.
2. Choose the **Entertainer** background.
3. Select the longsword, gambler's pack, and shield as your starting equipment.

The Gambler

Level	Proficiency Bonus	Features	Hand Size	Discard Level
1st	+2	Card Combat	0	0
2nd	+2	Gambler's Gambit	0	0
3rd	+2	Lucky Draw	0	0
4th	+2	Ability Score Improvement	0	0
5th	+3	Twist of Fate	0	0
6th	+3	–	0	0
7th	+3	Full House	5	1
8th	+3	Ability Score Improvement	5	1
9th	+4	–	5	1
10th	+4	Ante Up!	6	2
11th	+4	–	6	2
12th	+4	Ability Score Improvement	6	2
13th	+5	House Edge	7	3
14th	+5	–	7	3
15th	+5	Wild Gamble	7	3
16th	+5	Ability Score Improvement	8	3
17th	+6	–	8	4
18th	+6	–	8	4
19th	+6	Ability Score Improvement	8	4
20th	+6	Royal Flush	8	4

Level 1: Card Combat

You use a deck of cards as a weapon. As a bonus action, you can draw a card and throw it as part of an attack. The attack has a range of 20/60 feet and deals 1d6 + your Dexterity modifier in slashing or piercing damage. After you use a card, the card gets destroyed in game

from the power of your attacks. After you go through your 52 card deck, you must buy another in game.

Suits

When you draw a card to attack, its suit determines an additional effect. These effects trigger once per turn.

- **Hearts:** Heal a creature within 30 feet of you for 1 + your Charisma modifier.
- **Diamonds:** Gain temporary hit points equal to 2 + your Charisma modifier.
- **Clubs:** The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be knocked prone.
- **Spades:** The attack deals an additional 1d6 necrotic damage.

Level 2: Gambler's Gambit

You gain access to Gambits. Refer to Gambit list.

Level 3: Lucky Draw

When you roll initiative, you can draw a card from your deck. You may play one card as a reaction or bonus action to influence any attack, saving throw, or ability check. The card's rank and suit determine the effect:

- **Rank (2-10):** Add or subtract the number drawn to/from the roll.
- **Face Card:** Turn a failed roll into a success or vice versa (once per short rest).
- **Ace:** Double the effect of the roll (e.g., doubling damage or healing).

Level 5: Twist of Fate

At 5th level, your connection to luck and fate manifests in your ability to seize opportunities. When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Additionally, when you score a critical hit with an attack, you regain 1 use of your Lucky Draw feature.

Level 7: Full House

Twice per short or long rest, you can draw a number equal to your hand size from your deck and create a hand. Activate the following effects based on the hand:

- **High Card:** Until the start of your next turn, you have +2 AC and advantage on your next attack roll, saving throw, or ability check.
- **Pair:** Two attacks you make this turn deal critical damage on a hit.
- **Three of a Kind:** Deal an extra 2d6 damage on all attacks this turn.
- **Straight:** Gain advantage on all attacks and saving throws for 1 minute.
- **Flush:** Heal yourself for 15 + your Charisma modifier and gain resistance to all damage until the start of your next turn.
- **Full House:** All creatures of your choice within 30 feet take 3d10 force damage and are knocked prone.

  Additionally, you may discard a number of times equal to your discard level.

Level 10: Ante Up!

Once per turn, when you hit a creature with a thrown card, you may declare Ante Up. The creature must make a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, you gain one of the following benefits based on the card's suit:

- **Hearts:** You and an ally within 30 feet gain advantage on your next attack roll.
- **Diamonds:** Roll a d6 and add it to your next ability check, attack roll, or saving throw.
- **Clubs:** The target is disarmed (if holding a weapon) or restrained until the end of its next turn.
- **Spades:** The target takes an additional 2d6 psychic damage. You can use this ability a number of times equal to your proficiency bonus per long rest.

  Additionally, your thrown cards now deal 2d6 damage.

Level 13: House Edge

At 13th level, you've gained an uncanny sense of timing, allowing you to subtly shift fortune in your favor. When you roll initiative, you may draw one extra card to add to your hand. This card must be used during the encounter or it is discarded at the end of combat.

Additionally, once per long rest, when you play a card, you may reroll the card. You must use this new card's effect.

Level 15: Wild Gamble

You can draw a card as an action. Based on the suits, you gain the following benefits for 1 minute:

- **Hearts:** You and allies within 30 feet regain 10 hit points at the start of each of your turns.
- **Diamonds:** Gain immunity to being charmed, frightened, or stunned.
- **Clubs:** Attacks you make knock enemies back 10 feet.
- **Spades:** Your attacks deal an extra 1d10 necrotic damage.
  You may use this ability once per long rest

Level 20: Royal Flush

You have mastered the art of gambling in combat. Once per long rest, you can declare a Royal Flush when you draw five cards. You may choose one effect:

- **Wild Cards:** Double all damage you deal and halve all damage you take for 1 minute.
- **Over Time:** Time slows for you. Take two full turns during each of your turns for 1 minute.
- **All In:** Choose up to 10 creatures within 120 feet. Each must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or take 10d10 force damage and be stunned for 1 minute. On a successful save, they take half damage and are not stunned.

Gambits

Way of the Cheater

Sometimes, skill isn't enough, and even a gambler needs an edge. Cheaters specialize in bending the rules of fate itself, manipulating their cards and ensuring luck is always on their side.

2nd Level: Marked Deck

Your cards bend to your will. Whenever you use an ability that requires drawing a card, you may declare the suit of the card before drawing it. You can use this feature a number of times equal to your Charisma modifier per long rest.

6th Level: Stacked Odds

You can manipulate fate to favor you. When you or a creature within 30 feet of you rolls a natural 1 on an attack roll, saving throw, or ability check, you can replace the roll with a natural 20. You may use this feature once per short or long rest.

11th Level: Rigged Game

When you draw a hand for any Gambler feature, you can discard one card and draw another to replace it. Additionally, once per long rest, you can turn any Full House hand into a Royal Flush.

17th Level: Cheat Fate

When you or an ally within 60 feet of you would drop to 0 hit points, you can draw a card as a reaction. Based on the suit, the following effects occur:

- **Hearts:** Heal the creature for half their maximum hit points.
- **Diamonds:** The creature gains temporary hit points equal to their maximum hit points.
- **Clubs:** The attacker takes damage equal to the triggering damage.
- **Spades:** The creature evades death, remaining at 1 hit point and becoming invisible until the end of their next turn.

  You can use this feature once per long rest.

Way of the Fortune Seeker

Fortune Seekers are adventurers at heart, drawn to distant lands and ancient relics. Their connection to fate grants them the ability to find treasures and bend destiny to their favor.

2nd Level: Treasure Sense

You gain an uncanny ability to locate valuable items. You can cast *detect magic* or *locate object* without expending a spell slot. You can use this feature a number of times equal to your Charisma modifier per long rest.

6th Level: Gambler's Charm

Your natural charisma draws people to you. You gain proficiency in Persuasion and Insight, and your proficiency bonus is doubled for these skills. Additionally, you gain advantage on saving throws against being charmed or frightened.

11th Level: Lucky Streak

Whenever you roll a natural 18, 19, or 20 on an attack roll, saving throw, or ability check, you regain a use of your Lucky Draw feature. Additionally, you may choose to treat any Full House hand as if it contains one additional card of the same suit.

17th Level: Fortune's Favor

Once per long rest, you can invoke fortune itself. For the next minute:

- You and allies within 30 feet of you gain advantage on all attack rolls, saving throws, and ability checks.
- Enemies within 30 feet of you have disadvantage on all attack rolls and saving throws.
- At the start of each of your turns, draw a card. Based on the suit:
  - **Hearts:** Heal all allies within 30 feet for 10 hit points.
  - **Diamonds:** All allies within 30 feet gain temporary hit points equal to 10 + your Charisma modifier.
  - **Clubs:** Enemies within 30 feet must succeed on a Strength saving throw or be knocked prone.
  - **Spades:** All attacks you make deal an additional 2d10 necrotic damage.

Way of the Chaos Dealer

Chaos Dealers revel in unpredictability, thriving on the randomness of combat. They wield their cards with reckless abandon, creating chaos wherever they go.

2nd Level: Wild Card

Whenever you draw a card, roll a d6. On a 6, you may draw an additional card and choose which one to use. You can use this feature a number of times equal to your Charisma modifier per long rest.

6th Level: Chaotic Influence

Your presence distorts the battlefield. As a bonus action, you can force all creatures within 10 feet of you to roll a d20. Based on the result:

- **1-5:** The creature falls prone.
- **6-15:** The creature is unaffected.
- **16-20:** The creature must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn.
  You can use this feature once per short or long rest.

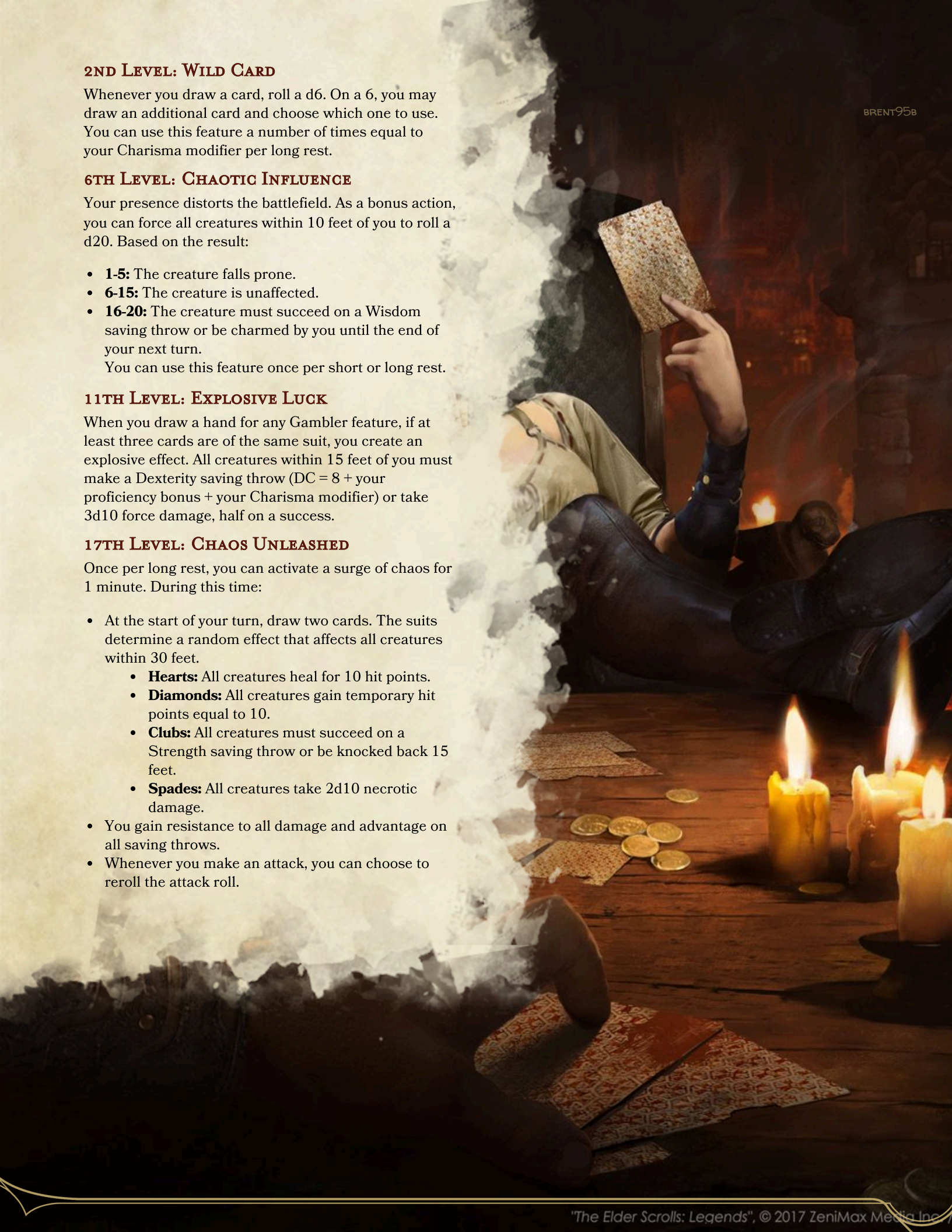
11th Level: Explosive Luck

When you draw a hand for any Gambler feature, if at least three cards are of the same suit, you create an explosive effect. All creatures within 15 feet of you must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or take 3d10 force damage, half on a success.

17th Level: Chaos Unleashed

Once per long rest, you can activate a surge of chaos for 1 minute. During this time:

- At the start of your turn, draw two cards. The suits determine a random effect that affects all creatures within 30 feet.
  - **Hearts:** All creatures heal for 10 hit points.
  - **Diamonds:** All creatures gain temporary hit points equal to 10.
  - **Clubs:** All creatures must succeed on a Strength saving throw or be knocked back 15 feet.
  - **Spades:** All creatures take 2d10 necrotic damage.
- You gain resistance to all damage and advantage on all saving throws.
- Whenever you make an attack, you can choose to reroll the attack roll.



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The Gambler

Step into the high-stakes world of chance and fortune with the Gambler class. Master the art of risk and reward as you navigate through games of luck, wagers, and fortune-telling, all while honing your ability to turn the tides in your favor. With a sharp mind and a quick hand, you can manipulate odds, sway outcomes, and walk away with treasures beyond imagination.

As a Gambler, you'll encounter characters who deal in risk, face dangerous games of chance, and uncover hidden opportunities to profit. Every decision carries weight, and your fate is shaped by your skill in reading the situation and knowing when to push your luck. Will you win big, or will you lose it all?

Craft your perfect persona and embrace the unpredictability of the world around you. Whether you're a strategic mastermind, a smooth-talking charmer, or a reckless risk-taker, the choice is yours in this thrilling realm of chance.

For use with any fantasy roleplaying ruleset. Play the best game of your life!

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